

BEN 10: ULTIMATE ALIEN

“Basic Training”

Beat Sheet

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TEASER

1. BEN, GWEN and KEVIN wrap up a quick, spectacular battle against an alien foe and deliver it to the hands of just-arriving PLUMBERS. The Plumbers have brought something for our heroes, too – As the kids received their Plumber’s Badges as field promotions, they never underwent the basic credentialing training other novice Plumbers do. Thus, they’ve been ordered to attend Plumber’s Academy to receive that training. They’re stunned. “We have to go to school?!”

ACT ONE

1. Aboard a Plumber Shuttle, being taken to the planet that houses the Academy. The PILOT warns them – jokingly? – about their drill instructor. He’s the toughest, been at it for years (trained Max?) and hasn’t made a friend in his life. Ben grouses – the Academy can’t teach him anything he doesn’t already know. And they couldn’t even take Rustbucket III to the Academy, they’ve got to go on a by-the-book shuttle. Kevin’s taking everything very seriously – If by-the-book is how he needs to be to retain his Plumbers’ Badge, that’s what he’ll be. Gwen runs down the list of things they have to learn – history, weapons, tactics, proper form-filling-out.
2. At the Academy, taking their gear to their barracks, the kids immediately run afoul of ALPHA SQUADRON, the top team of trainees, a smarmy bunch. Ben’s about to go Humongosaur on Alpha Leader when Kevin, of all people, pulls him off. He’s not going to let Ben get them all in trouble. (*Dwayne, do we want to seed our bad guy here? Our kids passing a briefing room with officers discussing recent prisoner releases from the Null Void?*)
3. Our kids arrive at their barracks and meet their bunkmate (BUNKIE, for now), an alien kid who idolizes Ben. They get a rough welcome from their many-medalled (and one-armed? Robot armed?) DRILL INSTRUCTOR, who takes away their badges, and won’t put up with Ben’s shenanigans, won’t answer Gwen’s zillion questions, and who isn’t interested that Kevin’s father was a Plumber. None of them are getting free rides, and none of them are to use their powers...especially Ben.
4. After early wake-up, the DI starts their training montage with a “this is your weapon” speech that Ben mocks...but he can’t get anyone else to play along, except Bunkie. Kevin and Gwen are taking this too seriously. They try gun assembly – Gwen follows the notes she’s taken, Kevin does it lightning quick, Ben’s slow and disinterested, and Bunkie drops his clip under a heavy console.

Ben switches forms to lift up the console and get it. The DI is there to scold him when he's done.

5. We see the kids on the firing range. Ben is a lousy shot, Gwen wants perfect groupings and Kevin concentrates furiously. First batch of targets comes back: Gwen did well (but not perfect), Kevin a little less well, and Ben hit nothing. After a dressing-down, they try again. Ben switches forms and obliterates his target. The DI does not approve. Another figure on the firing range watches them.
6. We see the kids in history class. Kevin takes notes, Gwen asks a zillion questions, and Ben goofs off with Bunkie. The DI does not approve. The figure from the firing range passes their classroom, glances in.
7. We see the kids practicing grenade use in a concrete maze. Ben's bored, Kevin focused, Gwen trying to find ways to improve Plumber procedure. As he's about to throw his grenade, nervous Bunkie finds it has become magnetized to his glove. Our kids watch in horror from a distance as the DI knocks the grenade loose and jumps on it. Kaboom.

ACT TWO

1. Resume and reveal that Ben has saved the DI through a quick-change. The DI isn't impressed. Ben broke the rules.
2. Gwen tries to convince the boys something's afoot. The grenade shouldn't have gotten magnetized like that – Maybe it was tampered with. Kevin thinks the whole thing was a sneaky test – everything here is. Ben thinks Gwen's nuts – it was just a snafu.
3. Gwen goes to the DI to push the issue. She thinks the DI knows what's going on. The DI tells her it's none of her business. Gwen knows she's on to something – so there is business!
4. That night, Ben tries to convince the others to break curfew and see the base. Gwen and Kevin refuse.
5. Ben “hits the town” with Bunkie.
6. They get back very late and fall into bed.
7. Early reveille, like, five minutes after Ben gets back. The DI shakes Ben out of bed. “Late night, Tennyson?” They're all off to a nearby asteroid cluster for a combat simulation with the best of the base, Alpha Squadron.

8. On the asteroid. Ben wants to take them down more than complete the mission, which is to rescue a hostage being held by Alpha.
9. Combat simulation. Alpha gets the early jump on our heroes, neutralizing them. Kevin and Gwen start to use what they've learned, and get close to the hostage before being taken down. DI barks at Alpha Leader from his observation post, and Gwen gets an inkling that Alpha's Leader has a dislike for the DI. Ben just gets mad that these losers are getting the best of them. He blitzes through them toward the hostage, and gets there as Alpha Leader threatens to shoot it. Ben changes forms and smacks down Alpha Leader. DI criticizes Alpha Leader for being taken so easily. The DI tells Ben he failed by not following orders to complete the mission, and his failure is the team's failure. It's not looking good for them passing Basic and keeping their badges. The whole group is going to get extra study and the equivalent of KP for Ben's actions. Gwen and Kevin aren't pleased with Ben.
10. Back at the Academy, our kids do KP. Ben, Gwen and Kevin argue amongst themselves. Suddenly, an explosion rips through the Academy. The kids go running to find the source of it, and along the way, on the fly, they use their powers to help save officers trapped under debris or in otherwise threatening situations. Finally, they get to the epicenter of the blast – the DI's quarters are aflame!

ACT THREE

1. Our heroes wade into the DI's quarters and extinguish the fire, but find no sign of the DI. Gwen spots Plumber ordnance among the debris – whoever set the bomb has knowledge of Plumber gear. She reasons Bunkie wasn't the target of the bad grenade, the DI was. Someone's out to kill him. The DI returns, having been out on business. He seems to recognize the handiwork, but won't discuss it with the kids.
2. Gwen talks it over with her friends. She suspects Alpha Leader. They decide to stake him out. Bunkie tags along.
3. The kids track Alpha Leader through the Academy, and realize that HE'S tracking the DI, which seems to prove Gwen's theory. They follow him into Ordnance Supply, and lose both the DI and Alpha Leader there.
4. Alpha Leader gets the drop on them...He was aware, thanks to his Plumber training, that they were following him the whole time. He demands answers, and the kids accuse him of attempted murder. Alpha Leader denies it and the kids press him, when they hear sounds of a scuffle.

5. The kids and Alpha Leader find the DI grappling with the mysterious figure. The DI coolly takes the upper hand – Like Alpha Leader, he knew he was being followed, and led his pursuer to the Ordnance Warehouse, where the DI could get his hands on weapons to defend himself. Our kids step out of hiding, and the mysterious figure uses the confusion to turn the tables and takes Bunkie hostage. Bad guy is a former student the DI flunked, and who later was sentenced to the Null Void after pulling a crime. He blames the DI for his life's failures and, now that he's completed his sentence, has come back to ruin the DI's life by taking away what's most precious to him – his students. He activates a portable Null Void portal and intends to throw Bunkie through it – He warns Ben that if he changes form, or if any of them tries to use their powers to stop him, he'll kill Bunkie instead of exiling him. Ben and Bunkie, using the friendship they've developed, communicate silently, and Bunkie creates a distraction, allowing Ben to quickly and perfectly assemble a basic Plumber weapon – just as he was taught – and uses it to knock the bad guy's gun away. The bad guy's gun sends out a stray blast that starts a chain reaction in the Ordnance Warehouse. Kevin and Gwen, using their powers, join Bunkie in trying to contain the explosions. Ben changes form to battle the Bad Guy who, having had his plan go up in smoke, tries to throw the DI into the Null Void. Ben manages to save the DI and knock the Bad Guy back into the Null Void, sealing the portal. His friends contain the explosions, and the Academy is saved. True to form, the DI gives them no credit.
6. Graduation day. With little fanfare, the DI returns the kids' badges in their cases, and tells them they've passed. He remains stoic even as he departs. Our heroes say goodbye to Bunkie, who's also passed.
7. Our kids on the shuttle home. They discuss what they've taken away from the experience. They marvel how the DI kept his attitude – He's One Tough Plumber. Opening their badge cases, they each find one of the DI's medals inside along with their badges – Turns out the DI was proud of them after all.

END OF EPISODE